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... or PC running terminal emulation software) or modem to the router. ... A straight-through cable wires are in the same sequence at both ends of the cable ...

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The first two tables, 1 and 2 indicate the wiring for a PC Terminal Emulator Cable. Tables 3 and 4 indicate the wiring for a Terminal / Printer cable. ...

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... into your Newton via a terminal emulator. All you need is a serial cable. ... For example, if you're making a DB-9F cable, solder the wire connected to ... www.nsbasic.com/newton/info/technotes/cable.html - 6k - Cached - Similar pages

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ARS - Alternate Route **Selection** ARSA - Airport Radar Service Area ARSB - Automated Repair Service ... IWC - Inside **Wire Cable** IWS - Intelligent Work-Station ...

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and include Controller Area Network (CAN), Twin-Wire Interface ... cable extends 6-feet

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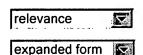
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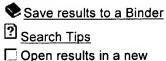
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1 Cluster resource management: An integrated experimental environment for



distributed systems and networks

Brian White, Jay Lepreau, Leigh Stoller, Robert Ricci, Shashi Guruprasad, Mac Newbold, Mike Hibler, Chad Barb, Abhijeet Joglekar

December 2002 ACM SIGOPS Operating Systems Review, Volume 36 Issue SI

Publisher: ACM Press

Full text available: pdf(2.10 MB) Additional Information: full citation, abstract, references

Three experimental environments traditionally support network and distributed systems research: network emulators, network simulators, and live networks. The continued use of multiple approaches highlights both the value and inadequacy of each. Netbed, a descendant of Emulab, provides an experimentation facility that integrates these approaches, allowing researchers to configure and access networks composed of emulated, simulated, and wide-area nodes and links. Netbed's primary goals are ease ...

2 Structured machine design: An ongoing experiment

Richard F. Hobson

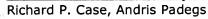
May 1981 Proceedings of the 8th annual symposium on Computer Architecture

Publisher: IEEE Computer Society Press

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> Full text available: pdf(872.83 KB)

In the following sections, the needs of structured architecture from the point of view of a single-user HLLCS is discussed. A prototype machine is introduced, and its design is treated as an ongoing experiment in structured machine design. This approach is relevant because historical evidence suggests that computer architecture (hardware and software) evolves slowly, requiring valuable information obtained through everyday use.

Architecture of the IBM system/370



January 1978 Communications of the ACM, Volume 21 Issue 1

Publisher: ACM Press

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This paper discusses the design considerations for the architectural extensions that distinguish System/370 from System/360. It comments on some experiences with the original objectives for System/360 and on the efforts to achieve them, and it describes the reasons and objectives for extending the architecture. It covers virtual storage, program control, data-manipulation instructions, timing facilities, multiprocessing, debugging and monitoring, error handling, and input/output operations. ...

Keywords: architecture, computer systems, error handling, instruction sets, virtual storage

The NetWire emulator: a tool for teaching and understanding networks

Enrico Carniani, Renzo Davoli

June 2001 ACM SIGCSE Bulletin, Proceedings of the 6th annual conference on Innovation and technology in computer science education ITiCSE '01,

Volume 33 Issue 3

Publisher: ACM Press

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> Full text available: pdf(485.43 KB) terms

The evolution of the parallel computing theory has shown over years the need for complex and reliable emulation tools for teaching, learning and developing new distributed algorithms in a realistic network environment. NetWire[emu] is a distributed architecture designed for educational and research purposes which provides a synthetic and realistic network environment that may be used to teach and learn parallel algorithms (or parallel operating systems) as well as to research and develop ...

Keywords: TCL programmable, distributed simulation, graphical shell, network emulation, physical characteristics, synchronous operation

⁵ Hints for computer system design

Butler W. Lampson

October 1983 ACM SIGOPS Operating Systems Review, Proceedings of the ninth ACM symposium on Operating systems principles SOSP '83, Volume 17 Issue 5

Publisher: ACM Press

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Experience with the design and implementation of a number of computer systems, and study of many other systems, has led to some general hints for system design which are described here. They are illustrated by a number of examples, ranging from hardware such as the Alto and the Dorado to applications programs such as Bravo and Star.

6 Efficient logic variables for distributed computing

Seif Haridi, Peter Van Roy, Per Brand, Michael Mehl, Ralf Scheidhauer, Gert Smolka May 1999 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 21 Issue 3

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(572.35 KB) terms

We define a practical algorithm for distrubuted rational tree unification and prove its correctness in both the off-line and on-line cases. We derive the distributed algorithm from a centralized one, showing clearly the trade-offs between local and distributed execution. The algorithm is used to realize logic variables in the Mozart Programming System, which implements the Oz language (see http://www/mozart-oz.org). Oz appears to the programmer as a concurrent object-oriented language with \dots

Keywords: Mozart, Oz, distributed algorithms

The evolution of the Sperry Univac 1100 series: a history, analysis, and projection



B. R. Borgerson, M. L. Hanson, P. A. Hartley

January 1978 Communications of the ACM, Volume 21 Issue 1

Publisher: ACM Press

Full text available: pdf(1.89 MB) Additional Information: full citation, abstract, citings, index terms

The 1100 series systems are Sperry Univac's large-scale mainframe computer systems. Beginning with the 1107 in 1962, the 1100 series has progressed through a succession of eight compatible computer models to the latest system, the 1100/80, introduced in 1977. The 1100 series hardware architecture Is based on a 36-bit word, ones complement structure which obtains one operand from storage and one from a high-speed register, or two operands from high-speed registers. The 1100 Operating System ...

Keywords: 1100 computer series, computer architecture, data management systems, end user facilities, executive control software, multiprocessing, multiprogramming, operating system, programming languages

8 Performance projection and evaluation for a transaction-oriented system Stephen P. Gerke

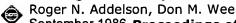
June 1974 Proceedings of the 2nd symposium on Simulation of computer systems

Publisher: IEEE Press

Full text available: pdf(667.76 KB) Additional Information: full citation, abstract, references, index terms

This paper describes a methodology designed to aid the development manager in obtaining software that is consistent with a shared resource environment and interactive response times. The need for such a method and the characteristics required of it are established initially. Performance projection and monitoring tools are briefly surveyed to establish the rationale for the selection of those included in the method. The combination of these tools to form the overall performance evaluation me ...

Starting a university microcomputer maintenance program



September 1986 Proceedings of the 14th annual ACM SIGUCCS conference on User services: setting the direction

Publisher: ACM Press

Full text available: 1 pdf(2.73 MB) Additional Information: full citation, citings, index terms

Annotated bibliography on Distributed Queue Dual Bus (DQDB)

Matthew N. O. Sadiku, A. S. Arvind

January 1994 ACM SIGCOMM Computer Communication Review, Volume 24 Issue 1

Publisher: ACM Press

Full text available: pdf(1.13 MB) Additional Information: full citation, abstract, index terms

Since its adoption in November 1987 by the IEEE 802.6 committee, the distributed-queue dual-bus (DQDB) subnetwork has generated a significant interest due to the simplicity of its medium access control protocol. This intense interest has lead to a literature explosion on DQDB. This paper is an attempt to provide both the veteran and the beginners with an annotated bibliography of related papers on DQDB.

11 Challenges in the Design of a Scalable Data-Acquisition and Processing System-on-

January 2002 Proceedings of the 2002 conference on Asia South Pacific design

automation/VLSI Design

Publisher: IEEE Computer Society

Full text available: pdf(155.29 KB) Publisher Site

Additional Information: full citation, abstract

Increasing complexity of the functionalities and the resultant growth in number of gates integrated in a chip coupled with shrinking geometries and short cycle time requirements bring in several challenges into the design of present day VLSI chips. In this paper we present the challenges faced and the approaches successfully adopted in the design of a complex 2.5 million gate high bandwidth data acquisition and processing VLSI chip (a trace-receiver chip, code-named Drishti) in a deep sub-micron ...

12 Speedy wireless: Improving TCP performance over wireless networks with



collaborative multi-homed mobile hosts Kyu-Han Kim, Kang G. Shin

June 2005 Proceedings of the 3rd international conference on Mobile systems, applications, and services MobiSys '05

Publisher: ACM Press

Full text available: pdf(1.01 MB) Additional Information: full citation, abstract, references

Multi-homed mobile hosts situated in physical proximity may spontaneously team up to run high-bandwidth applications by pooling their low wireless wide-area network (WWAN) bandwidths together for communication with a remote application server and utilizing their high-bandwidth wireless local-area network (WLAN) in ad-hoc mode for aggregation and distribution of application contents among the participating mobile hosts. In this paper, we first describe the need for such a mobile collaborative com ...

13 Classification Categories and Historical Development of Circuit Switching Topologies





George Broomell, J. Robert Heath

June 1983 ACM Computing Surveys (CSUR), Volume 15 Issue 2

Publisher: ACM Press

Full text available: pdf(2.55 MB) Additional Information: full citation, references, citings

14 Special topic: PlanetLab: Using PlanetLab for network research: myths, realities, and





best practices

Neil Spring, Larry Peterson, Andy Bavier, Vivek Pai

January 2006 ACM SIGOPS Operating Systems Review, Volume 40 Issue 1

Publisher: ACM Press

Full text available: pdf(228.03 KB) Additional Information: full citation, abstract, references

PlanetLab is a continuously-evolving global network research testbed that is simultaneously used by hundreds of researchers for diverse tasks, ranging from shortterm self-contained experiments among PlanetLab nodes to continuously-running Webaccessible services with tens of thousands of non-PlanetLab users. While PlanetLab cannot provide a perfectly-customized environment for every experiment, it has been changing over time, and the base of knowledge of how to best utilize it has also been gro ...

15 Computing science hardware laboratories and the LSI revolution



Richard F. Hobson

February 1978 ACM SIGCSE Bulletin, Papers of the SIGCSE/CSA technical symposium on Computer science education, Volume 10 Issue 1

Publisher: ACM Press

Full text available: pdf(1.53 MB) Additional Information: full citation, references, citings

Measurements and testbeds: vBET: a VM-based emulation testbed

🚗 Xuxian Jiang, Dongyan Xu

August 2003 Proceedings of the ACM SIGCOMM workshop on Models, methods and tools for reproducible network research

Publisher: ACM Press

Full text available: 📆 pdf(397.10 KB) Additional Information: full citation, abstract, references, citings

With the increasing requirement of robustness and predictability for network protocols and distributed systems, it becomes necessary to develop realistic, customizable, and scalable emulation testbeds for the testing and evaluation of network and distributed protocols. A number of recently proposed emulation testbeds have clearly demonstrated the advantage and promise of this approach. Meanwhile, more efforts are necessary to achieve higher degree of flexibility and customizability, especially f ...

17 Development of a distributed, cross-platform simulator



Thomas C. Brooke

December 2002 Proceedings of the 2002 annual ACM SIGAda international conference on Ada: The engineering of correct and reliable software for real-time & distributed systems using Ada and related technologies

Publisher: ACM Press

Full text available: pdf(167.33 KB) Additional Information: full citation, abstract, references, index terms

In developing real-time mission control software for terminals in a large satellite communications system, my team realized that a script-based stimulus/response tool was inadequate for developmental testing and training. As an initial proof-of-concept, we first designed a monolithic, single-user system simulator for engineering development. During the project, the requirements expanded to include the addition of a multi-user, crossplatform capability, and later distribution in a two-tier clien ...

Keywords: Ada, distributed, linux, portability, satellite, simulation, testing, training, windows

18 Embedding Linux in a Commercial Product: A look at embedded systems and what it



takes to build one

Joel R. Williams

October 1999 Linux Journal

Publisher: Specialized Systems Consultants, Inc.

Full text available: html(32.45 KB) Additional Information: full citation, index terms

19 Toward a history of (personal) workstations



Gordon Bell

January 1986 Proceedings of the ACM Conference on The history of personal workstations

Publisher: ACM Press

Full text available: pdf(1.48 MB)

Additional Information: full citation, abstract, references, citings, index terms

I originally accepted this keynote honor for five reasons: to respond to Alan Perlis' request (he told me I could present anything from a new taxonomy to personal reminiscences); second, to identify the important artifacts that should be preserved in The Computer Museum; third, to posit a framework of the history of workstations that can be written in the next century (we're all too close to create it); fourth, to summarize my own

involvement on interactive computing including timesharing a ...

20 Controlling a pinball machine using Linux

John R. Bork

November 2005 Linux Journal, Volume 2005 Issue 139

Publisher: Specialized Systems Consultants, Inc.

Full text available: html(25.11 KB) Additional Information: full citation, abstract, index terms

The mechanical parts are bulletproof, but the 1980s electronics are beyond repair. Embedded Linux to the rescue.

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Relevance scale \square

1 Consistent and automatic replica regeneration

 ∇

Haifeng Yu, Amin Vahdat

February 2005 ACM Transactions on Storage (TOS), Volume 1 Issue 1

Publisher: ACM Press

Full text available: pdf(372.24 KB) Additional Information: full citation, abstract, references, index terms

Reducing management costs and improving the availability of large-scale distributed systems require automatic replica *regeneration*, that is, creating new replicas in response to replica failures. A major challenge to regeneration is maintaining consistency when the replica group changes. Doing so is particularly difficult across the wide area where failure detection is complicated by network congestion and node overload. In this context, this article presents Om, the first read/write peer- ...

Keywords: Peer-to-peer storage systems, availability, consistency, regeneration, replication

² A Complete Network-On-Chip Emulation Framework

N. Genko, D. Atienza, G. De Micheli, J. M. Mendias, R. Hermida, F. Catthoor

March 2005 Proceedings of the conference on Design, Automation and Test in Europe

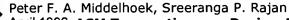
- Volume 1

Publisher: IEEE Computer Society

Full text available: pdf(257.92 KB) Additional Information: full citation, abstract

Current Systems-On-Chip (SoC) execute applications that demand extensive parallel processing. Networks-On-Chip (NoC) provide a structured way of realizing interconnections on silicon, and obviate the limitations of bus-based solution. NoCs can have regular or ad hoc topologies, and functional validation is essential to assess their correctness and performance. In this paper, we present a flexible emulation environment implemented on an FPGA that is suitable to explore, evaluate and compare a wid ...

3 From VHDL to efficient and first-time-right designs: a formal approach



April 1996 ACM Transactions on Design Automation of Electronic Systems (TODAES), Volume 1 Issue 2

Publisher: ACM Press

Full text available: pdf(722.99 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

TENT_6 5/12/2004

In this article we provide a practical transformational approach to the synthesis of correct synchronous digital hardware designs from high-level specifications. We do this while taking into account the complete life cycle of a design from early prototype to full custom implementation. Besides time-to-market, both flexibility with respect to target architecture and efficiency issues are addressed by the methodology. The utilization of user-selected behavior-preserving transformation steps e ...

Keywords: CDFG, SFG, VHDL, correctness by construction, design methodology, rapid system prototyping, transformational design

4 Intrusion detection and prevention: Fast and automated generation of attack

signatures: a basis for building self-protecting servers

Zhenkai Liang, R. Sekar

November 2005 Proceedings of the 12th ACM conference on Computer and communications security CCS '05

Publisher: ACM Press

Full text available: pdf(180.09 KB) Additional Information: full citation, abstract, references, index terms

Large-scale attacks, such as those launched by worms and zombie farms, pose a serious threat to our network-centric society. Existing approaches such as software patches are simply unable to cope with the volume and speed with which new vulnerabilities are being discovered. In this paper, we develop a new approach that can provide effective protection against a vast majority of these attacks that exploit memory errors in C/C++ programs. Our approach, called COVERS, uses a forensic analysis of a ...

Keywords: buffer overflow, denial-of-service protection, memory error, signature generation, worm defense

5 An environment for research in microprogramming and emulation

Robert F. Rosin, Gideon Frieder, Richard H. Eckhouse August 1972 Communications of the ACM, Volume 15 Issue 8

Publisher: ACM Press

Full text available: pdf(1.33 MB) Additional Information: full citation, abstract, references, citings

The development of the research project in microprogramming and emulation at State University of New York at Buffalo consisted of three phases: the evaluation of various possible machines to support this research; the decision to purchase one such machine, which appears to be superior to the others considered; and the organization and definition of goals for each group in the project. Each of these phases is reported, with emphasis placed on the early results achieved in this research.

Keywords: computer systems, emulation, hardware evaluation, input-output systems, language processors, microprogramming, nanoprogram, project management

Conversion technology, an assessment

James P. Fry

July 1981 ACM SIGMIS Database, ACM SIGMOD Record, Volume 12,13, 12 Issue 4,1, 2

Publisher: ACM Press

Full text available: 🔂 pdf(2.36 MB) Additional Information: full citation, references

7 Interactive reflections on curved objects Eyal Ofek, Ari Rappoport



July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Publisher: ACM Press

Full text available: pdf(418.47 KB) Additional Information: full citation, references, citings, index terms

Keywords: explosion map, interactive reflections, ray tracing, reflection subdivision, virtual objects method

8 Automatic generation of logic diagrams

James A. Smith, James G. Linders

June 1976 Proceedings of the 13th conference on Design automation

Publisher: ACM Press

Full text available: pdf(890.84 KB)

Additional Information: full citation, abstract, references, citings, index terms

This paper identifies the basic notions involved in the automatic generation of logic diagrams. A system (ALDGS) for generating logic diagrams automatically is described and sample diagrams are given.

Keywords: Design automation, Digital systems, Logic layout, Placement, Routing

⁹ An integrated debugging environment for reprogrammble hardware systems

Kevin Camera, Hayden Kwok-Hay So, Robert W. Brodersen

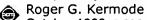
September 2005 Proceedings of the sixth international symposium on Automated analysis-driven debugging AADEBUG'05

Publisher: ACM Press

Full text available: pdf(138.00 KB) Additional Information: full citation, abstract, references, index terms

Reprogrammable hardware systems are traditionally very difficult to debug due to their high level of parallelism. In our solution to this problem, features are inserted into the user's design which allow the system to be monitored and updated at runtime. An assortment of logic is added before synthesis to allow variable buffering, assertion checking, and automatic breakpointing. Low-level clock control and access to off-chip storage is managed by a custom hardware operating system. Through the a ...

10 Scoped hybrid automatic repeat reQuest with forward error correction (SHARQFEC)



October 1998 ACM SIGCOMM Computer Communication Review, Proceedings of the ACM SIGCOMM '98 conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '98, Volume 28 Issue 4

Publisher: ACM Press

Full text available: pdf(1.67 MB)

Additional Information: full citation, abstract, references, citings, index terms

Reliable multicast protocols scale only as well as their ability to localize traffic. This is true for repair requests, repairs, and the session traffic that enables receivers to suppress extraneous requests and repairs. We propose a new reliable multicast traffic localization technique called Scoped Hybrid Automatic Repeat reQuest with Forward Error Correction (SHARQFEC). SHARQFEC operates in an end-to-end fashion and localizes traffic using a hierarchy of administratively scoped regions. Sessi ...

Keywords: ARQ, FEC, administrative-scoping, hierarchy, multicast, reliable, scalable

11 Debug Support, Calibration and Emulation for Multiple Processor and Powertrain Control SoCs

A. Mayer, H. Siebert, K. D. McDonald-Maier

March 2005 Proceedings of the conference on Design, Automation and Test in Europe - Volume 3 DATE '05

Publisher: IEEE Computer Society

Full text available: pdf(222.95 KB) Additional Information: full citation, abstract

The introduction of complex SoCs with multiple processor cores presents new development challenges, such that development support is now a decisive factor when choosing a System-on-Chip (SoC). The presented developments support strategy addresses the challenges using both architecture and technology approaches. The Multi-Core Debug Support (MCDS) architecture provides flexible triggering using cross triggers and a multiple core break and suspend switch. Temporal trace ordering is guaranteed down ...

12 Automatic synthesis of microcontrollers



November 1978 ACM SIGMICRO Newsletter, Proceedings of the 11th annual workshop on Microprogramming MICRO 11, Volume 9 Issue 4

Publisher: IEEE Press, ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(477.61 KB) terms

A method is proposed for automating the design of a microcontroller from a register transfer level description of a digital system. This method designs the format of the control word, determines the timing of branch decisions, and specifies the content of the microprogram. A data structure is introduced which supports some heuristic optimization of the design. The goal of the design method is to produce correct designs that are partially optimized with a practical amount of computing effort ...

13 Verifying correct pipeline implementation for microprocessors

Jeremy Levitt, Kunle Olukotun

November 1997 Proceedings of the 1997 IEEE/ACM international conference on Computer-aided design

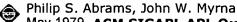
Publisher: IEEE Computer Society

Full text available: pdf(53.24 KB) Additional Information: full citation, abstract, references, citings, index

Publisher Site terms

We introduce a general, automatic verification technique for pipelined designs. The technique is based on a scalable, formal methodology for analyzing pipelines. The key advantages to our technique are: it specifically targets pipeline control, making it more efficient; it requires no explicit specification, since it compares hardware against itself; it can be used within the broader framework of hierarchical verification; and, it can be easily extended to handle certain "complex" pipelined stru ...

14 Automatic control of execution: An overview



May 1979 ACM SIGAPL APL Quote Quad, Proceedings of the international conference on APL: part 1 APL '79, Volume 9 Issue 4

Publisher: ACM Press

Full text available: pdf(592.78 KB)

Additional Information: full citation, abstract, references, citings, index terms

Automatic Control of Execution or ACE is a family of APL system extensions designed to automate manual interactions with the APL system. Such extensions are required for

building robust, automatic, and cost-effective production programs in APL. Based on an architecture derived from the concept of an "automatic user," the ACE features provide an orthogonal but harmonious set of system primitives that satisfy this requirement. The ACE features are Detached Execution, Detached I/O, ...

15 The evolution of programs: a system for automatic program modification Nachum Dershowitz, Zohar Manna



January 1977 Proceedings of the 4th ACM SIGACT-SIGPLAN symposium on Principles of programming languages

Publisher: ACM Press

Full text available: 🔁 pdf(849.14 KB) Additional Information: full citation, abstract, references, citings

A programmer spends more time modifying already existing programs than constructing original ones. An attempt is made to formulate techniques of program modification, whereby a program that achieves one result can be transformed into a new program that uses the same principles to achieve a different goal. For example, a program that uses the binary search paradigm to divide two numbers may be modified to calculate the square-root of a number in a similar manner. Program debugging is considered as ...

16 Facial modeling and animation



Jörg Haber, Demetri Terzopoulos

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH

Publisher: ACM Press

Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

17 Multiway netlist partitioning onto FPGA-based board architecture



U. Ober, M. Glesner

December 1995 Proceedings of the conference on European design automation

Publisher: IEEE Computer Society Press

Full text available: Topdf(643.27 KB) Additional Information: full citation, references, citings, index terms

18 Scope consistency: a bridge between release consistency and entry consistency



Liviu Iftode, Jaswinder Pal Singh, Kai Li

June 1996 Proceedings of the eighth annual ACM symposium on Parallel algorithms and architectures

Publisher: ACM Press

Full text available: pdf(1.27 MB) Additional Information: full citation, references, citings, index terms

19 Toward automating the software-development cycle



Karen A. Frenkel

June 1985 Communications of the ACM, Volume 28 Issue 6

Publisher: ACM Press

Full text available: pdf(1.24 MB)

Additional Information: full citation, abstract, references, citings, index

terms, review

Knowledge-intensive rather than labor-intensive processes are being advanced to spur programming productivity.

20 An experiment in high level language microprogramming and verification



David A. Patterson

October 1981 Communications of the ACM, Volume 24 Issue 10

Publisher: ACM Press

Full text available: pdf(1.22 MB)

Additional Information: full citation, abstract, references, citings, index terms

The STRUM system was created to apply software engineering techniques to microprogramming. It provides the tools that allow the microprogrammer to use high level language, structured programming, and formal program verification to create emulations for a horizontally microprogrammed computer. This system is evaluated in two parts: (1) High level microprogramming language design and its use in structured microprogramming; and (2) Verification of a large microprogram. Both parts of this evalu ...

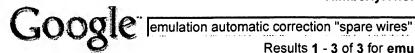
Keywords: high level microprogramming languages, microprogramming, optimization, structured microprogramming, verification

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<u>Images</u> **Groups** United States Patent Application: 0050171756

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more specifically to the automatic correction of faulty wires ...

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alternate method is to use a terminal emulator such as HyperTerm ...

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The FAC Panel shall be a microprocessor-based unit that can conduct a simple method of system checkout, "walk test", examine, scan, ground fault, ... www.fp.ucf.edu/guides/ccg/16CCG98.htm - 179k - Supplemental Result -Cached - Similar pages

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... they are just for the two fuz mounted servos to take up the slack spare wire. ... not really been my fault either, if it was I wouldn't be as bothered. ... www.rcuniverse.com/forum/m_2128423/mpage_13/tm.htm - 203k - Cached - Similar pages

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Among other things, the Court found fault with the Commission's adoption of a ... they typically add several spare wire pairs to the customer's location ... hraunfoss.fcc.gov/edocs_public/ attachmatch/FCC-03-36A1.doc - Similar pages

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multiplex. several. channels. Fig. 4. PMS diagram for KA10 and KI10 processor-based system. ... rupt by using a spare wire in the bus and adding the ...

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Method and apparatus for the automatic correction of faulty wires ...

[0001] The present invention relates generally to logic simulation hardware emulation, and

more specifically to the automatic correction of faulty wires ...

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enhancement technology (optical process correction) became ...

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IBM and Software Patents

ep0691769, 1996-01-10, Voice circuit emulation system in a packet switching network ... ep0136443, 1986-04-22, Memory correction scheme using spare arrays ...

swpat.ffii.org/gasnu/ibm/index.en.html - 614k - Cached - Similar pages

Abstracts DAC 96

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